U.N.SPACY
S.D.F-1
MACROSS

The Evolution of the Variable Fighter

—by Benjamin L. Wright (with thanks to Koji Goto)

What is a Variable Fighter?

Macross' revolutionary Variable Fighter (or VF) is a multi-purpose combat vehicle with superior maneuverability, the ability to operate on ground, in the air, or in space and has three distinct modes of operation: Fighter (a conventional jet plane), Battroid (humanoid) and Gerwalk (a hybrid form which combines the maneuverability of a Battroid with the speed of a Fighter—it stands for Ground Effective Reinforcement of Winged Armament with Locomotive Knee-joint).

Macross' VFs have always been topical. *Macross'* VF-1 Valkyrie was based on the most advanced fighter of the time (1982), the F-14 Tomcat. The VF-17 of *Macross 7* resembles the F-117 stealth fighter of Desert Storm fame, and the YF-21 and YF-19 of *Macross Plus'* Supernova Project echo the YF-23 and YF-22 which competed in USAF's Advanced Tacitcal Fighter trials a couple of years ago.

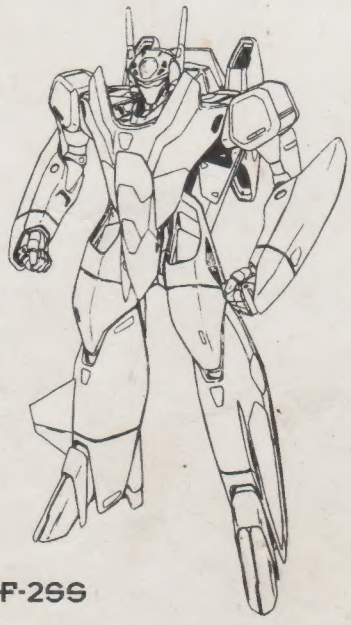
Parallel Evolution: Takachihoff vs Shinsei

Macross has two timelines: the older *Macross II* timeline starts with the AD2009 story shared by the TV series and movie (*Do You Remember Love?*), followed by the *Macross Flashback 2012* OVA (AD 2012), the *Macross 2036* video game (AD2036) and the *Macross II* OVA series (AD2092). The more recent timline also includes the shared TV and movie story and *Flashback 2012,* but then proceeds with *Macross Plus* (AD2040) and *Macross 7* (AD2045). The two timelines are mutually exclusive(refer to the *Macross Timeline* article which appeared last issue). The split occurs at the development of the VF-4, the VF-1's successor.

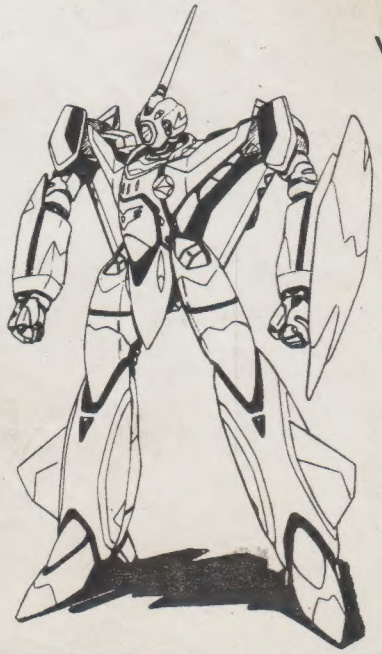
January, 2009: all Valkyies had been assigned to the SDF-1 to undergo further tests, when the appearance of Breetai's fleet brought about an impromptu combat test. A great deal of combat data on the Valkyrie's was collected and processed by the Stonewell and Belcom corporations, and applied to their successor to the VF-1. In May, 2009 they began work on Project VF-4, which called for a non-transformable fighter based on the VF-1 but optimized for space combat. (The war seemed entirely space-based; ground-capable anti-Zentran vehicles appeared unnecessary.) However, the VF-4 team were killed (and almost all data lost) when the Zentraedi bombarded the Earths' surface.

The surviving engineers were aboard Macross, and they had only fragmentary data on the VF-4 project. Here occurs the *M II-M 7* continuity split; according to *Macross II,* these engineers had been working under Doctor H. Takachihoff to design the VE-1 Elintseeker. After the war, they formed the Takachihoff Company and revived the still-incomplete VF-4 project. Dr. Takachihoff dies in 2030, but his company becomes the new "first name" in VF design.

In *Macross 7,* the same engineers went to work in 2011 on the VF-5000 project, an effort to create a high-speed interceptor based on the VF-1's original blueprints and newfound Zentraedi technology. The direct result of this project was the merger of Shinnakasu and Stonewell-Belcom into Shinsei Industries. Shinsei's VF-5000 was the first non-transformable VF, (why it was designated "VF" at all remains a mystery) and though fully spaceworthy, its duty was atmospheric. Development of the VF-5000 was postponed by the already-approved VF-4 project.



VF-2SS



VF-11B

NOTE: All VFs from the *Macross II* timeline are marked with an asterisk (*).

VF-1 "Valkyrie"

Manufactured by Stonewell-Belcom (with assitance by Centinental and Shinnakasu). Rolled out in 2008, weighing 18.5 tons, with 23 tons of engine power. Variable-geometry fighter with Battroid, Gerwalk and Fighter configurations. Armed with GU-11 Gunpod and multiple ROV-20 head lasers. Variants include the standard VF-1A, the two-seat VF-1D, the junior officer's VF-1J, the flight leader's VF-1S, the training VT-1 Ostrich and the reconaissance VE-1 Elintseeker. Additional equipment includes FAST Packs (Super Valkyrie) or Grenade Box Protectors (Armored Valkyrie).

VF-4 "Lightning III"

This non-variable fighter replaceed the VF-1 for space combat in 2012. It weighed 13.95 tons, with 28 tons of engine power. Armed with dual beam guns and 12 air-to-air missiles. No variants except for the early VF-X-4, which had 35% parts commonality with VF-1. A variable-geometry version of the VF-4 Lightning III, the VF-14, was captured by the Varauta in *Macross 7*. The FZ-109A and FZ-109F "Elgerzorene" are "alienized" VF-14 versions, converted much like their micronized Zentraedi pilots.

VF-5000 (and VF-5)

Designed by Shinsei Industries in 2009 as a non-transformable, anti-Bodolza atmospheric fighter. Equipped with on-board radar-suppression system and advanced avionics, a space-combat variant (the VF-5) partially replaced the VF-4 in 2020.

VF-1R "Refined Valkyrie"*

In 2036, the Zentradei Neld fleet attacked Earth. Their weapons and vehicles were sufficiently different from those used by the Breetai, Laplamiz and Bodolza fleets to warrant improved VFs. Takachihoff upgraded the VF-1 and developed a new FASTPack (the SPII) for these Refined Valkyries (a Refined Super Valkyrie integrates added propellant, verniers, booster engines and beam cannon into two backpacks). Variants include the standard VF-1AR, the junior officer's VF-1JR and the flight leader's VF-1SR.

VF-XX Zentraedian Valkyrie*

Manufactured by Takachihoff in 2054 as a technology demonstrator for the new technologies gleaned from a captured Zentraedi factory, very few Zentraedian Valyries were produced and even fewer saw combat. The VF-XX had no Gerwalk mode.

VF-2SS Valkyrie II*

Manufactured by Takachihoff in 2072, the VF-2SS Valkyrie II was designed for improved hand-to-hand combat capability against the Zentraedi, and was thus larger than the VF-1 (14m tall). The Valkyrie II was purpose-built as a space-combat fighter, but the Minmay Attack was so effective, it was relegated to anti-ship duty. Once retrofitted, a Super-Armed Valkyrie combined the firepower of a Super Valkyrie and an Armored Valkyrie and mounted a large anti-ship railcannon.

VF-2JA Icarus*

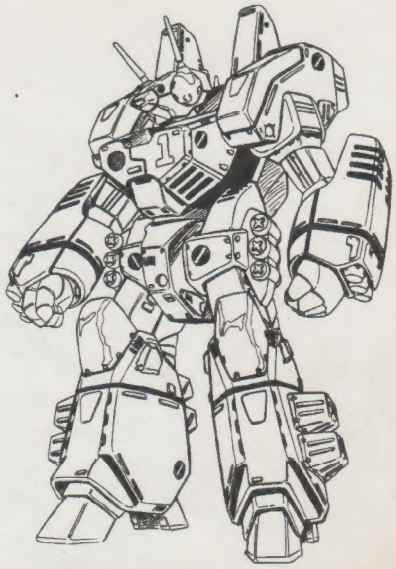
Manufactured by Takachihoff in 2086, the VF-2JA Icarus was designed as a CCV (Control-Configured Vehicle) for atmospheric combat and could reach speeds of mach 5.5. It was even larger than the Valkyrie II (15.9m tall), and its Gerwalk configuration used a forward-swept wing design for increased maneuverability.

Metal Siren*

Rolled out by Takachihoff in 2092, this prototype variable fighter had four modes: Fighter, Gerwalk, Battroid and Gunroid. Armed with dozens of micro-missiles like an Armored Valyrie or Super-Armed Valkyrie II, as well as dual gunpods, beam cannons and an experimental "Plasma Spear," only one functional Metal Siren saw combat in *Macross II*.

VF-11 "Thunderbolt"

Manufactured by Shinsei Heavy Industry in 2040 to replace the VF-5. Weight is 9 tons, with two-d vectored thrust boasting



VF-1J with GBP-1S

240% the engine power of the original VF-1s. (Mach 8 at 30,000 feet!) Armed with a reloadable gunpod, single head laser and antiballistic shield. Variants include the preproduction VF-11A, the standard VF-11B of *Macross Plus*, the improved VF-11C of *Macross 7*, the two-seat VF-11D trainer, the Jamming Birds' custom VF-11D (with Sound Booster) and Sound Force's VF-11MAXL (with Sound Booster, piloted by Mylene Genius); the VF-11 MAXL's engines are replaced by those of a VF-16, but no information is available on the VF-16. Additional Thunderbolt equipment includes FAST Packs (Super Thunderbolt) or offensive armor (Full-Armored Thunderbolt).

VF-19 Family

Manufactured by Shinsei Heavy Industry in 2040. Initial prototype for Project Supernova (YF-19 "Alpha-One") weighed 8.75 tons, with 113 tons of engine power. As per Supernova requirements, can acheive Earth orbit, is equipped with Pinpoint Barrier System, and accepts a Fold Booster. Features a 360° virtual cockpit display, active aerodynamic control (forward-swept wing), two-d thrust vectoring and anti-laser coating. Armament includes a head laser, missile hardpoints and a gatling gunpod. Variants appeared

—to be continued on page 48

ANIME GAMING
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IN

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メクトン

THE NEW GENERATION OF VARIABLE FIGHTERS ARE YOURS WITH MEKTON Z!

By Benjamin Wright, R. Talsorian Games

Macross Plus hints at an exciting future of the Macross TV series, one fraught with rogue Zentraedi fleets, super-science, ambitious mad-men, furious corporate competition, ambient rock stars, political scheming and melodrama. Even better, it all overlaps with transformable fighter-plane mecha. To wit: Variable Fighters.

VARIABLE FIGHTERS

These make truly impressive Mektons. Their extremely low weight combines with their superior maneuverability to grant high MAs and low MVs. Their three transformable modes—Fighter, Gerwalk (Hybrid) and Battroid (Mekton) are supplemented by a fourth "pseudo-mode:" In Fighter mode, a VF can deploy its legs for VTOL and hovering. The only serious disadvantage a VF has is modest combat capability; if you want to throw around a lot of Kills, get a Destroid. Even so, VFs have proved to be exceptionally popular.

In truth, the core of the VF's popularity is its apparent realism; *Macross'* VF-1 "Valkyrie" was based on the most advanced fighter of the time (1982), the F-14 Tomcat. The new *Macross* is no less topical; the story begins just a couple of years ago...

The Advanced Tactical Fighter (or ATF) trials were held by the U.S. Air Force with the aim of selecting the USAF's next multi-role fighter plane. The two candidates, the YF-22 and the YF-23, used different approaches to the same concepts and are the most advanced fighters on the planet today.

Meanwhile, *Macross Plus* chronicles the Advanced Variable Fighter trials. Codenamed Project Supernova, it is a competition between Shinsei Heavy Industries' YF-19 and General Galaxy's YF-21: the winner would be named the "Supernova" and become U.N. Spacy's new standard Variable Fighter. The AVF trails' parameters were demanding indeed: the Supernova was expected to be capable of achieving Earth orbit without the aid of a rocket booster, to be equipped with a Pinpoint Barrier System (or PBS, a scaled-down version of the system used by the Macross itself), and to be capable of accepting a Space Fold booster for trans-stellar travel.

THE NEW STANDARD

Macross Plus does more than follow the AVF trails—it also introduces fans to the Valkyrie's current successor: the elegant VF-11B "Thunderbolt." As the standard of Variable Fighter technology in a world 35 years in the future of *Macross*, the Thunderbolt shows us that significant advances have been made in the field. Even outside of the ultra-modern Supernova candidates, many changes have come: for one thing, the classic Valkyrie "hoof-style" feet are gone; the new standard are two-directional thrust-vectoring panels which (coincidentally?) look like Gundam-type feet. The familiar head-lasers are still common, but now they protect the Fighter's rear arc, discouraging pursuit. Antiballistic (that's a fancy word for "bulletproof") shields are also a standard feature in 2040. Finally, overall mass has dropped while engine output has increased, resulting in higher overall performance levels. Even so, the Supernova candidates are even more advanced.

THE NEW VFs IN *MEKTON Z*

The VFs of *Macross Plus* are extremely advanced, and it shows in their *Mekton Z* stats; even the basic VF-11B would weigh fully five times as much without efficiency! Furthermore, these VFs are unusually maneuverable and frighteningly fast. It is therefore important to note that, while flying beneath the stratosphere, these mecha cannot attain their actual maximum speeds. For ease of reference, each VF's maximum speeds at 10km and 30km are noted individually. Other special notes are also so listed. Now go pull some Gees!

If you have any questions or want to know about Mekton Z, drop us a line at:

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If you like this article, **check out the videos, too!** Contact Manga Entertainment, Inc. at:

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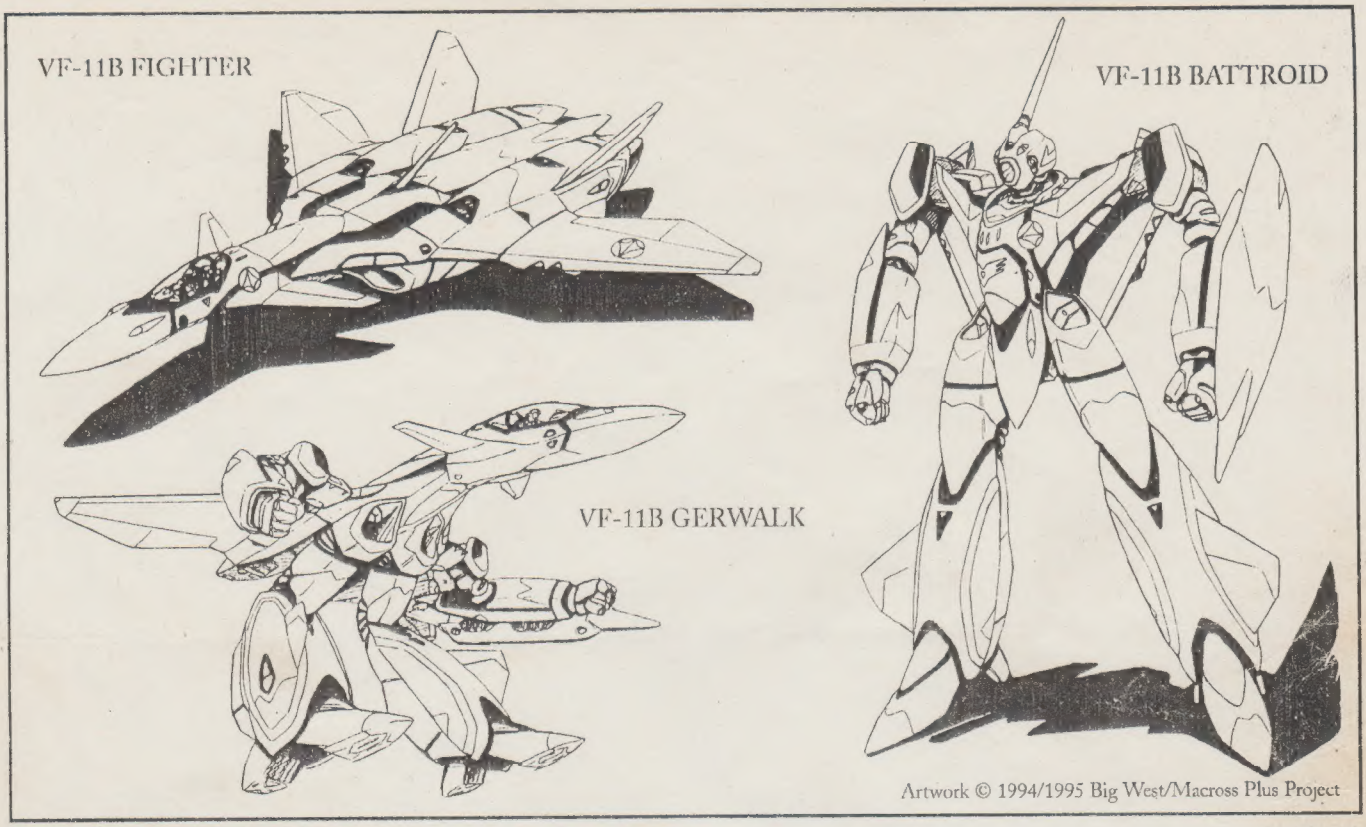
VF-11B "THUNDERBOLT"



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VF-11B "THUNDERBOLT"

Manufacturer: Shinsei Heavy Industries
Dimensions: (Fighter mode) Wingspan 15.51m, length 11.2m, height 3.49m (Battroid mode) Height 12.92m.
Standard Take-Off Weight: 9000kg
Engines: P&W/Royce FF-2025G Nuclear-Powered Turbines (28,000kg x2)
Verniers: P&W HMM-5B
Flightspeed: Mach 3.5+ (at 10,000m), Mach 8.2+ (at 30,000m)
Take-Off Distance: 0m (VTOL)
Maximum Flight Ceiling: 30,000m
Thrust Vectoring Nozzles: 2-dimensional
Armament: Laser Gun x1, Gatling Gunpod x1 (with bayonet).
Defensive Systems: Antiballistic Shield.
Optional Equipment: FASTPack equipment (for Super Thunderbolt; added thrusters, fuel, verniers and micro-missile launchers).
Avionics: Fly-by-light control.
Piloted by: U.N. Spacy Pilots

The VF-11 "Thunderbolt," a direct descendant of the VF-1 series, entered service in 2030. While the VF-1 used standard fly-by-wire controls, the Thunderbolt is equipped with fiber-optic "fly-by-light" systems, a canted pilot seat for increased acceleration compensation and a high-visibility cockpit. Its armament is comparable to that of the VF-1, but its gunpod can be reloaded during combat (extra clips are stored inside the left fore-arm-mounted shield). Much like the VF-1 Valkyrie, the Thunderbolt can be fitted with additional FASTPacks which increase thrust, maneuverability and armament.

The Thunderbolt's nose section is fitted with canard wings to enhance atmospheric maneuverability, but the canards' air resistance also limits maximum airspeed (a subject of much debate during development at the Eagle Nest Aerial Tactics Center). Captain Miria Genius was one of the advocates of the canard wings, so two VF-X-11 prototypes were produced: the first prototype had no canard wings while the second did. The eventual decision to implement the canards was based largely on the participation of the VF-X-11-2 (piloted by Captain Genius) in an impromptu rescue operation of a UN chief advisor.

The first manufactured version was the VF-11A; it sported a short-barreled head-laser and a dual-panel sensor array. Very few 11As were produced and the VF-11B, first deployed with the 37th space emigration fleet, became the full-production version (identifiable by the longer laser barrel, mono-panel head sensor and increased engine output). The Thunderbolt is scheduled to be replaced sometime in the 2040s by the "Supernova."

MEKTON Z DESIGN NOTES

While wimpy when compared to the Supernovas, the Thunderbolt is still an impressive piece of hardware—while there are slight differences, these stats can also be used for the VF-11C in use in 2045. Note that there are very few hard numbers available on the Super Thunderbolt, so its MZ values are more guesstimation than extrapolation. The Super-parts in question can all be ejected in one action, if necessary.

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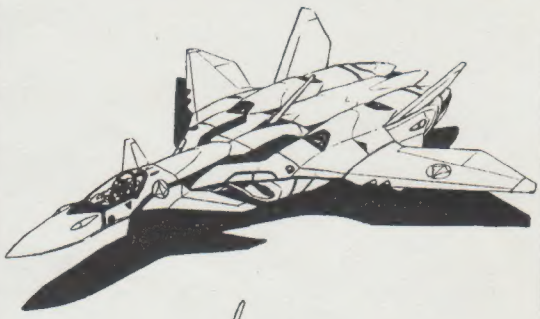
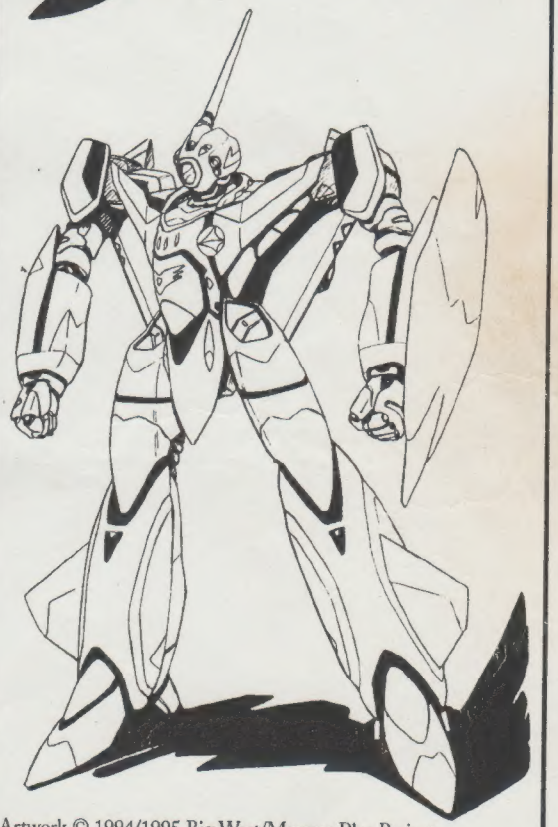
MECHA PROFILE

Name	Weight	Cost
VF-11B "Thunderbolt"	9.0 tons	450 CP





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MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Battroid	0		6	25
Gerwalk	-1		6	40
Fighter	-2		0	54

Flight MA Maximums: 17-28-37 at 200 Hexes, 25-40-54 at 600 Hexes

MANEUVER POOL +33%

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

MAIN SYSTEMS

Powerplant XS:	1 & 1*

*Split Powerplant (R. Leg & L. Leg), Verniers, ACE, Space Protection, Re-Entry Protection, Gerwalk Transformation, Fighter Transformation, VTOL ability.

COMMAND ARMOR, ARMOR & SERVOS

Servomodule	CA SP	CA DC	CA Abs	SP	DC	Abs	Kills	Add+
Head	-	-	-	3	1	-	2	-
Torso	-	-	-	4	1	-	6	-
R. Arm	-	-	-	3	1	-	4	+0
L. Arm	-	-	-	3	1	-	4	+0
R. Leg	-	-	-	4	1	-	5	+1
L. Leg	-	-	-	4	1	-	5	+1
R. Wing	-	-	-	3	1	-	3	-
L. Wing	-	-	-	3	1	-	3	-

MOVEMENT SYSTEMS

Movement System	Loc	Kills
Thrusters (12.5 MA)	RL	0
Thrusters (12.5 MA)	LL	0

SENSORS

Sensors	Main	Radar	
Loc	Head	Head	
Range	30km	300km	
Comm	3000km	-	
Kills	3	4	
Notes	-		

ARMAMENT

Weapon	WA	Range	Damage	Shots	Kills	Loc	Notes
Right Hand	+0	-	1K	-	1	RA	Quick, Handy
Left Hand	+0	-	1K	-	1	LA	Quick, Handy
Laser Gun	+1	6	2K	∞	2	H	All-Purpose
Bayonet	0	5	4K-AP	(clip)	4 (3↓)	↓	Mated: Gun
Gunpod	+1	-	3K	-	3	2H	BV5, V-Phinx
Gunpod Clip	-	-	-	10 B	2	↑	In Gunpod
2 Spare Clips	-	-	-	10 B x2	2, 2	Shld	In Shield

SUBASSEMBLIES

Cockpit	# Crew	Type	Enc.	Options
Torso	One	Screen	Op/Clsd	E-Seat

Subassemblies	Loc	K
Weapon Mount (Gunpod in Fighter form)	RA	0
2000km Internal Fuel Tanks	RW, LW	0
Micromanipulators	RA, LA	0
Spotlights (2)	H	0
Weight Efficiency: -45 tons	All	0

SHIELDS

Shield	DA	SP	DC	Abs	Loc	Notes
Standard	-2	7	7	-	LA	-

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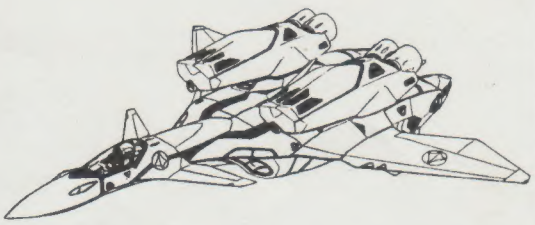
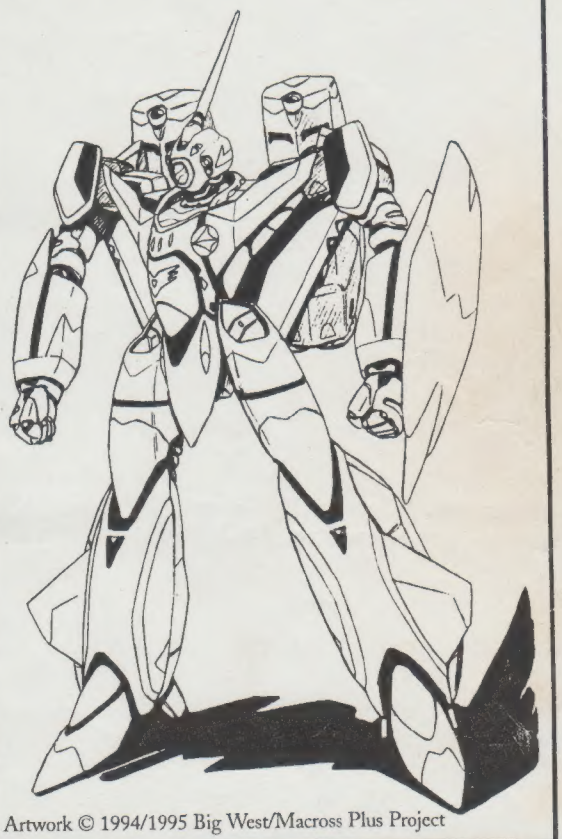
MECHA PROFILE

Name	Weight	Cost
VF-11B (FAST-Pack) "Super Thunderbolt"	21.0 tons	852.1 CP





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MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Battroid	0		5	45
Gerwalk	-1		5	60
Fighter	-2		0	74

Flight MA Maximums: Not applicable—Super Thunderbolt is space-use only.

Maneuver Pool +33%

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

MAIN SYSTEMS

Powerplant XS:	1 & 1*

*Split Powerplant (R. Leg & L. Leg), Verniers, ACE, Space Protection, Re-Entry Protection, Gerwalk Transformation, Fighter Transformation, VTOL ability.

COMMAND ARMOR, ARMOR & SERVOS

Servomodule	CA SP	CA DC	CA Abs	SP	DC	Abs	Kills	Add+
Head	-	-	-	3	1	-	2	-
Torso	-	-	-	4	1	-	6	-
R. Arm	-	-	-	3	1	-	4	+0
L. Arm	-	-	-	3	1	-	4	+0
R. Leg	-	-	-	4	1	-	5	+1
L. Leg	-	-	-	4	1	-	5	+1
R. Wing	-	-	-	3	1	-	3	-
L. Wing	-	-	-	3	1	-	3	-
R. Pod	-	-	-	4	1	-	0	-
L. Pod	-	-	-	4	1	-	0	-

MOVEMENT SYSTEMS

Movement System	Loc	Kills
Thrusters (5.3 MA)	RL	0
Thrusters (5.3 MA)	LL	0
Thrusters (17.2 MA)	RP	0
Thrusters (17.2 MA)	LP	0

SENSORS

Sensors	Main	Radar	
Loc	Head	Head	
Range	30km	300km	
Comm	3000km	-	
Kills	3	4	
Notes	-		

SUBASSEMBLIES

Cockpit	# Crew	Type	Enc.	Options
Torso	One	Screen	Op/Clsd	E-Seat

Subassemblies	Loc	K
Weapon Mount (Gunpod in Fighter form)	RA	0
Micromanipulators	RA, LA	0
Spotlights (2)	H	0
857km Fuel Tanks (Internal)	RW, LW	0
571km Drop Tanks (External)	RL, LL	0
Weapons Linkage (Micromissiles)	-	0
Quick-Change Mounts (Pods)	RP, LP	0
Weight Efficiency: -45 tons	All	0

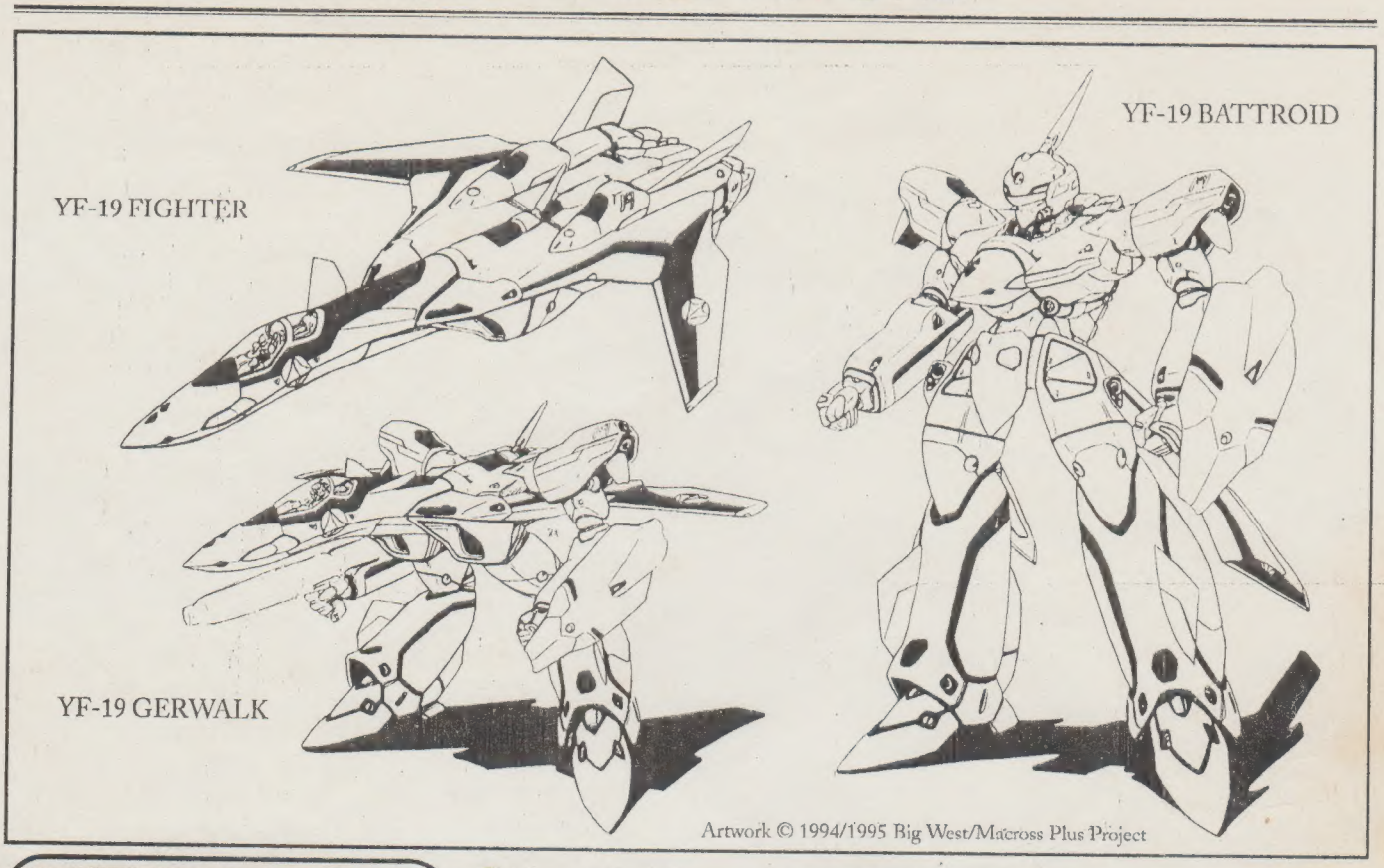
ARMAMENT

Weapon	WA	Range	Damage	Shots	Kills	Loc	Notes
Right Hand	+0	-	1K	-	1	RA	Quick, Handy
Left Hand	+0	-	1K	-	1	LA	Quick, Handy
Laser Gun	+1	6	2K	∞	2	H	All-Purpose
Bayonet	0	-	4K-AP	(clip)	4 (3↓)	↓	Mated: Gun
Gunpod	+1	5	3K	-	3	2H	BV5, V-Phlnx
Gunpod Clip	-	-	-	10 B	2	↑	In Gunpod
2 Spare Clips	-	-	-	10 B x2	2, 2	Shld	In Shield
Micromissile Pod	+1	81 Max	6K	16	6	RP	Long Range, Var. C-Missile, Linked.
Micromissile Pod	+1	81 Max	6K	16	6	LP	

SHIELDS

Shield	DA	SP	DC	Abs	Loc	Notes
Standard	-2	7	7	-	LA	-

YF-19 "SUPERNOVA" ALPHA-ONE



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YF-19 "SUPERNOVA" ALPHA-1

Manufacturer: Shinsei Heavy Industries
Dimensions: (Fighter mode) Wingspan 14.89m, length 18.62m, height 3.94m. (Battroid mode) Height 14.92m.
Standard Take-Off Weight: 8750kg
Max Take-Off Weight (Atmosphere): 37,509kg
Take-Off Weight (with Fold Booster): 46,102kg
Engines: P&W/Royce FF-2200 Nuclear-Powered Turbines (56,500kg x2)
Verniers: P&W HMM-J6
Flightspeed: Mach 5.1+ (at 10,000m), Mach 21+ (at 30,000m)
Take-Off Distance: 0m (VTOL)
Flight Ceiling: None (Transatmospheric)
Thrust Vectoring Nozzles: 2-dimensional
Armament: Mauler REB-30G Laser Gun x1, Mauler REB-23 Laser Cannon x2, Howard GU-15 Gatling Gunpod x1, Hardpoint x4.
Defensive Systems: Anti-Laser Coating, Howard PBS-03F Pinpoint Barrier System (3-point), Antiballistic Shield x1.
Optional Equipment: FBF-1000A Fold Booster, FAST-Packs.
Avionics: 360-degree virtual display cockpit, active aerodynamic control.
Piloted by: Isamu Dyson

Shinsei Heavy Industries' prototype Supernova, the YF-19 (codenamed "Alpha-One" for the AVF trials) has almost 5 times the thrust of a VF-1; thus, as called for in the UN Spacy's requirements for the Supernova Program, the YF-19 is capable of achieving Earth orbit under its own power (no boosters needed). Within Earth's atmosphere, it is capable of reaching an appalling Mach 21! It also meets the requirement of accepting a Space Fold Booster, so it can exceed lightspeed.

The YF-19 is actually a very practical fighter, featuring a 360-degree virtual cockpit display, active aerodynamic control (based on a forward-swept wing design) and its armor includes an anti-laser coating. Its armament is fairly standard, consisting of several lasers, missile hardpoints and a gatling gunpod. The one potentially impractical (but attractive) aspect of the YF-19 is its aerodynamic performance. Incredibly fast and employing two-dimensional thrust vectoring, five pilots burned themselves out trying to tame this beast before Isamu Dyson mastered it! However, it is this incredible performance which earns it the respect of UN Spacy. While the AVF trials were cancelled before a contract could be awarded, several VF-19 variants see combat by late 2045, exclusively flown by elite pilots.

MEKTON Z DESIGN NOTES

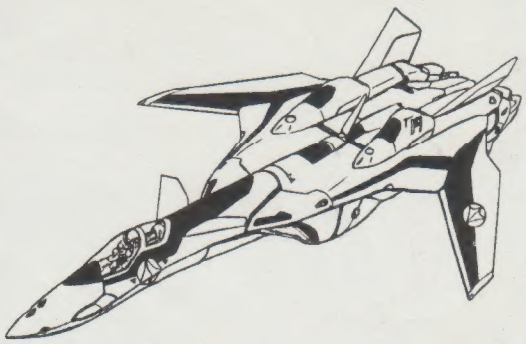
While slightly less imaginative or advanced than the YF-21,the YF-19's no slouch, either! With an MV of -0 in all three modes and the ability to transform without expending an Action, the YF-19 can effectively operate at <u>all</u> maximum levels <u>all the time</u>. Considering its performance (and history of "breaking" its pilots), assume the operator must have a *Mecha Piloting* (or *Aircraft/Shuttle Pilot*) Skill at level 8+. On top of this, the YF-19's crushing acceleration demands that the pilot also have *Resist Torture/Drugs* Skill at level 6+ (that's in <u>addition</u> to a G-suit and the onboard G-compensators). Remember the Pinpoint Barrier System; it is used in conjunction with the Shield for defense, with the fists for hand-to-hand combat. Also note that the YF-19, like the VF-11B, is considered "stealthy," but not enough to garner the MTS Stealth system.

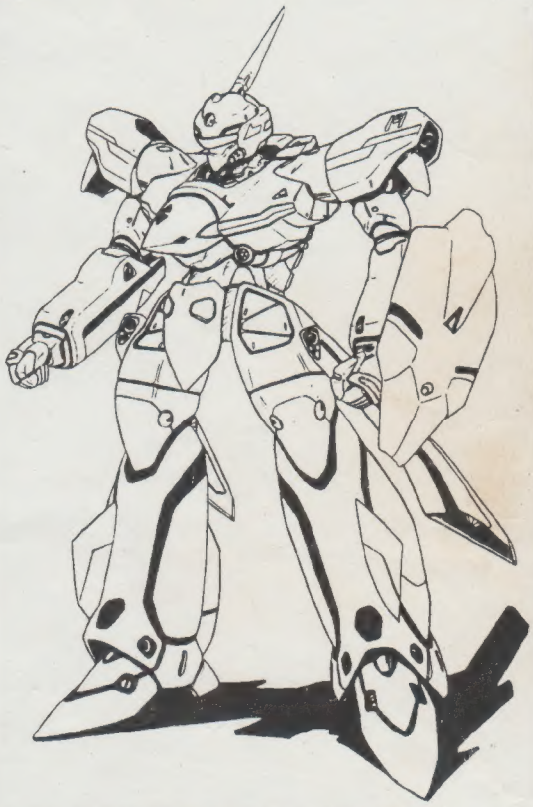
多次元機甲戦士道

マクトン

MECHA PROFILE

Name	Weight	Cost
YF-19 Supernova Alpha-One	8.75 tons	866 CP





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MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Battroid	-0		8	54
Gerwalk	-0		8	81
Fighter	-0		0	109

Flight MA Maximums: 22-33-44 at 200 Hexes, 43-65-86 at 600 Hexes

Maneuver Pool +100%

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

MAIN SYSTEMS

Powerplant XS:	1 & 1*

*Split Supercharged Powerplant (R. Leg & L. Leg), Verniers, ACE, Space Protection, Re-Entry Protection, VTOL, Gerwalk & Fighter Efficient Transformation, Beam Refraction (-1K all beams).

COMMAND ARMOR, ARMOR & SERVOS

Servomodule	CA SP	CA DC	CA Abs	SP	DC	Abs	Kills	Add+
Head	-	-	-	5	2	-	3	-
Torso	-	-	-	5	2	-	8	-
R. Arm	-	-	-	4	2	-	5	+1
L. Arm	-	-	-	4	2	-	5	+1
R. Leg	-	-	-	5	2	-	6	+2
L. Leg	-	-	-	5	2	-	6	+2
R. Wing	-	-	-	4	2	-	3	-
L. Wing	-	-	-	4	2	-	3	-

MOVEMENT SYSTEMS

Movement System	Loc	Kills
Thrusters (26 MA)	RL	0
Thrusters (26 MA)	LL	0

SENSORS

Sensors	Main	Radar	Res. Int.
Loc	Head	Head	Head
Range	40km	400km	x256
Comm	5000km	-	-
Kills	3	4	0
Notes	-		

SUBASSEMBLIES

Cockpit	# Crew	Type	Enc.	Options
Torso	1 +1 Pass.	Virtual	Op/Clsd	E-Seats

Subassemblies	Loc	K
Weapon Mount (Gunpod in Fighter form)	RA	0
Micromanipulators	RA, LA	0
Spotlights (2)	H	0
3000km Fuel Tanks (Internal)	Ws	0
Cross-Linkage (Laser Cannon)	Ws	0
Cross-Linkage (PBS; Shield & Hands)	T	0
Storage (500kg in Torso)	T	0
Weight Efficiency: -71.85 tons	All	0

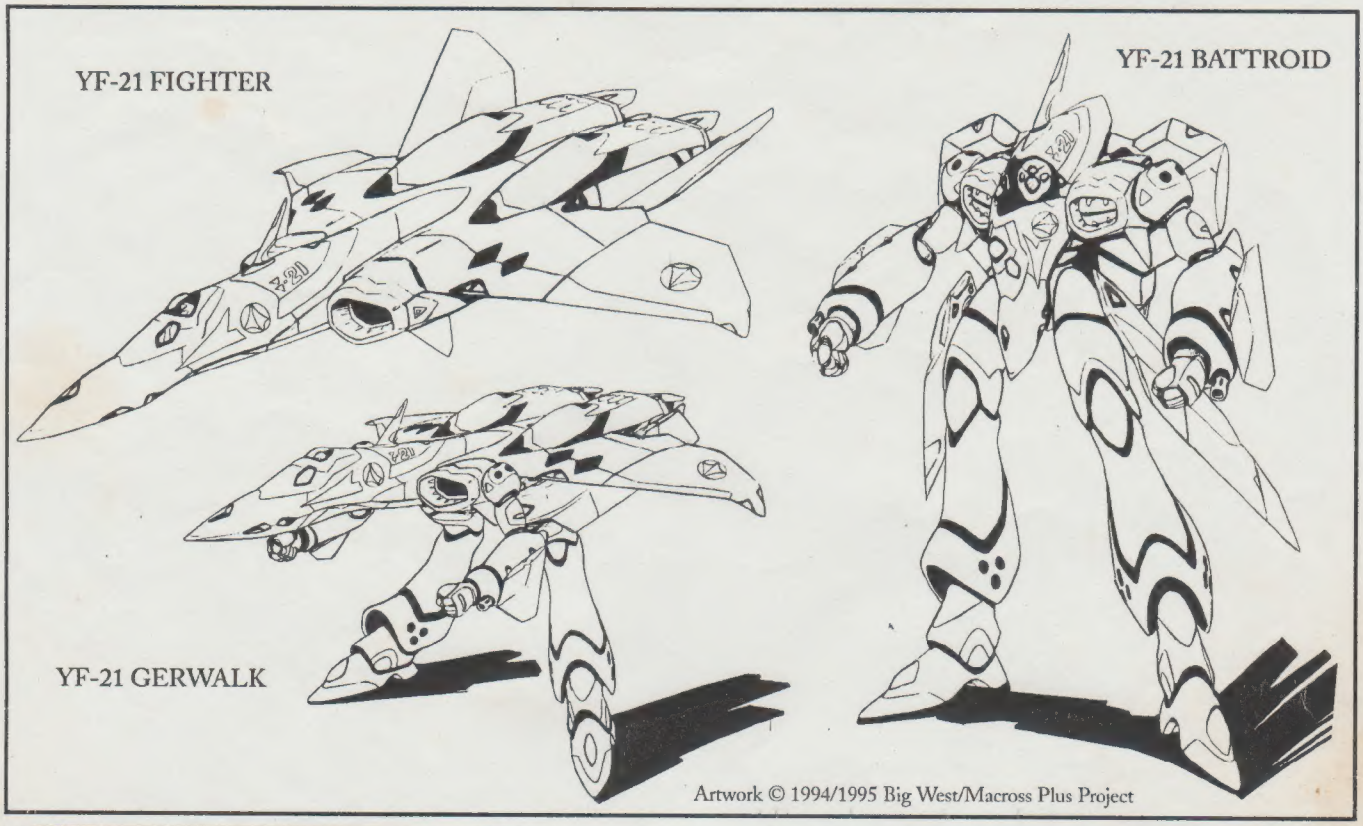
ARMAMENT

Weapon	WA	Range	Damage	Shots	Kills	Loc	Notes
Right Hand	+0	-	1+1K	-	1	RA	Quick, Handy
Left Hand	+0	-	1+1K	-	1	LA	Quick, Handy
Laser Gun	+1	6	2K	∞	2	H	All-Purpose
Laser Cannon	+1	7	3K	∞	3	RW	Cross-Linked
Laser Cannon	+1	7	3K	∞	3	LW	Cross-Linked
GU-15 Gunpod	+1	8	4K	(clip)	4	2H	BV6, V-Phlnx
Gunpod Clip	-	-	-	15 B	6	↑	In Gunpod
2 Spare Clips	-	-	-	15 B x2	6, 6	Shld	In Shield
Pinpoint Barrier System	-2	-	6SP (3K)	-	2	T	Crosslinked to Shield & hands (Punch)

SHIELDS

Shield	DA	SP	DC	Abs	Loc	Notes
Standard	-2	8	8	-	LA	PBS Link

YF-21 "SUPERNOVA" OMEGA-ONE



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YF-21 "SUPERNOVA" Omega-1

Manufacturer: General Galaxy
Dimensions: (Fighter mode) Wingspan 15.36m, length 19.62m, height 4.04m.
Standard Take-Off Weight: 9550kg
Max Take-Off Weight (Atmosphere): 39,207kg
Take-Off Weight (with Fold Booster): 47,800kg
Engines: P&W/Royce FF-2540B Nuclear-Powered Turbines (65,200kg x2)
Verniers: P&W HMM-J6
Flightspeed: Mach 5.06+ (at 10,000m), Mach 21+ (at 30,000m)
Take-Off Distance: 0m (VTOL)
Flight Ceiling: None (Transatmospheric)
Thrust Vectoring Nozzles: 3-dimensional
Armament: Mauler REB-22 Beam Cannon x2, Elicon AAB-7.5 Laser Gun x1, Micro-Missile Launcher x4, Howard/General GV-17L Caseless Gatling Gunpod x1, Hardpoint x5.
Defensive Systems: Anti-radar Stealth field, Pinpoint Barrier System (2-point)
Optional Equipment: FBF-1000A Fold Booster, FAST-Packs
Avionics: BDS (Brain Direct System), morphable control surfaces.
Piloted by: Guld Goa Bowman

The prototype Supernova from General Galaxy, the YF-21 (codenamed "Omega-One") boasts 5.6 times the thrust of the VF-1 and is thus capable of speeds similar to that achieved by the YF-19. Being based on the most deadly alien mecha of the First Space War (the Meltran "Quadlun-Rau" powered armor), it's heavily armed.

The YF-21 is incredibly maneuverable, thanks to several radical technologies. Not only can the YF-21's engines vector their thrust three-dimensionally, but its control surfaces (wings, tailfins, flaps and ailerons) can "morph" into different shapes for previously unheard-of handling. The only way this machine can achieve its full potential is through the most remarkable of all the YF-21's features: the BDS. This "Brain Direct System" allows the pilot to control the Variable Fighter via his brainwaves, rendering physical control systems unnecessary. Unfortunately, the BDS proved unreliable and was not used again.

While rather weird-looking, the YF-21 was far more technologically advanced than the YF-19—consequently, it was more prone to malfunction, which is why the UN Spacy shows a preference to the YF-19 as the Thunderbolt's successor. However, design features from the YF-21 contributes to the development of the VF-17 "Nightmare" Variable Stealth Fighter, and the YF-21 was fully vindicated when a conventionally-controlled (read: more reliable) version, the VF-22S, entered combat in 2045, piloted by none other than combat aces Maximillian and Miria Genious.

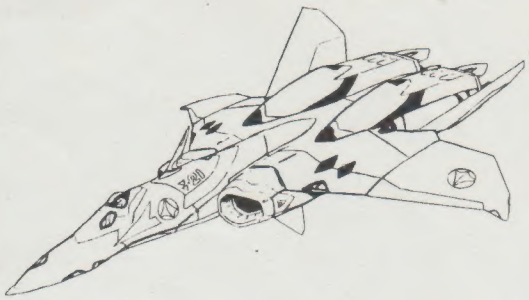
MEKTON Z DESIGN NOTES

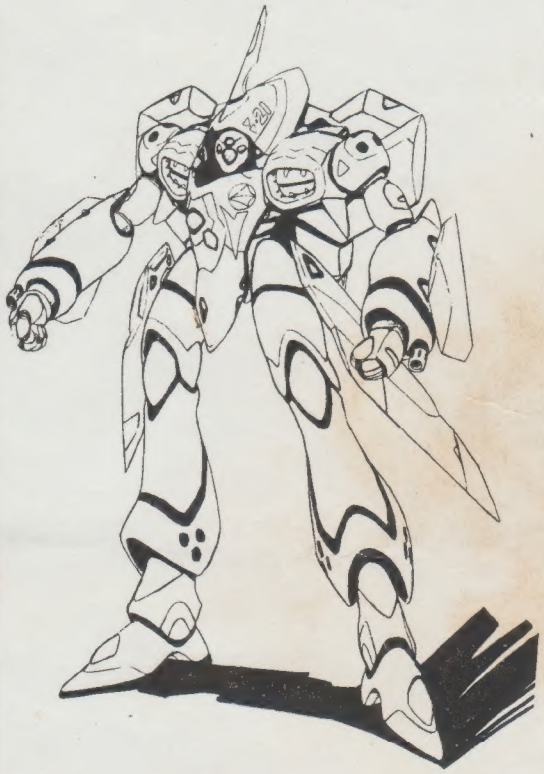
Like the YF-19, the YF-21 can use its best stats all the time, but due to its unusual design, the operator only needs *Mecha Piloting* (or *Aircraft/Shuttle Pilot*) Skill at level 7+ and *Resist Torture/Drugs* at 6+. However, the BDS requires a psychologically stable individual who can consistently roll EMP+COOL+1D10 vs 20. The notes about the Pinpoint Barrier System are the same as for the YF-19, but there are two shields, for a wider field of protection. Note: the VF-22S has an MV of -0 in all modes, 1 less level of accuracy for all weapons and shields, and another Micromissile launcher per wing.

メクトン

MECHA PROFILE

Name	Weight	Cost
YF-21 Supernova Omega-One	9.55 tons	1442.8 CP





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MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Battroid	+2		8	57
Gerwalk	+2		8	85
Fighter	+2		0	113

Flight MA Maximums: 23-35-46 at 200 Hexes, 43-65-86 at 600 Hexes

Maneuver Pool +167%

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

MAIN SYSTEMS

Powerplant XS:	1 & 1*

*Split Supercharged Powerplant (R. Wing & L. Wing), Verniers, ACE, Space Protection, Re-Entry Protection, VTOL, Gerwalk & Fighter Efficient Transformation, Stealth, Thought Control.

COMMAND ARMOR, ARMOR & SERVOS

Servomodule	CA SP	CA DC	CA Abs	SP	DC	Abs	Kills	Add+
Head	-	-	-	5	2	-	3	-
Torso	-	-	-	5	2	-	8	-
R. Arm	-	-	-	5	2	-	5	+1
L. Arm	-	-	-	5	2	-	5	+1
R. Leg	-	-	-	5	2	-	6	+2
L. Leg	-	-	-	5	2	-	6	+2
R. Wing	-	-	-	5	2	-	4	-
L. Wing	-	-	-	5	2	-	4	-

MOVEMENT SYSTEMS

Movement System	Loc	Kills
Thrusters (27.5 MA)	RL	0
Thrusters (27.5 MA)	LL	0

SENSORS

Sensors	Main	Radar	Res. Int.
Loc	Head	Head	Head
Range	40km	400km	x256
Comm	5000km	-	-
Kills	3	4	0
Notes	Sensors feature Advanced Sensor Package		

ARMAMENT

Weapon	WA	Range	Damage	Shots	Kills	Loc	Notes
Right Hand	+1	-	1+1K	-	1	RA	Quick, Handy
Left Hand	+1	-	1+1K	-	1	LA	Quick, Handy
Laser Gun	+2	6	2K	∞	2	H	All-Purpose
Beam Cannon	+1	8	4K	∞	4	RA	Linked
Beam Cannon	+1	8	4K	∞	4	LA	Linked
Micromissile Launcher	+2	81 Max	6K	8	3	RW	Linked
Micromissile Launcher	+2	81 Max	6K	8	3	LW	Linked
Gunpod	+2	7	4K	↓	4	2H	BV6, V-Phlnx
Caseless Ammo	-	-	-	20 B	9	↑	In Gunpod
Pinpoint Barrier System	-1	-	6SP (3K)	∞	2	T	Crosslinked to Shields & hands (Punch)

*WAs include +1 (Thought Control)

SUBASSEMBLIES

Cockpit	# Crew	Type	Enc.	Options
Torso	1 Pass.	Thought	Closed	E-Seat

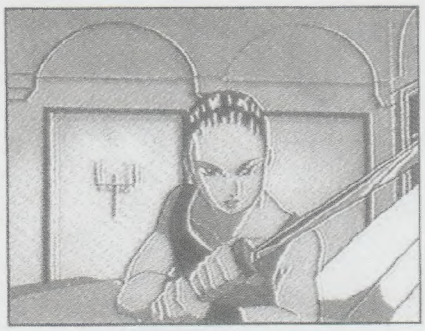
Subassemblies	Loc	K
Weapon Mount (Gunpod in Fighter form)	T	0
Spotlights (3)	H	0
3000km Fuel Tanks (Internal)	T, Ls	0
Linkage (Beam Cannon)	As	0
Linkage (Micromissile Launchers)	Ws	0
Cross-Linkage (PBS; Shield & Hands)	T, As	0
Storage (500kg in Torso)	T	0
Weight Efficiency: -74.3 tons	All	0

SHIELDS

Shield	DA	SP	DC	Abs	Loc	Notes
Standard	-1	4	8	-	RA	PBS Link
Standard	-1	4	8	-	LA	PBS Link

Continued from page 11

Hiro's name.) Quatre confirms that there are 47 ICBMs at Edwards, with a detonation radius of 300 km. Sally begs Hiro to stop the countdown. After crawling through air vents to the control room, he pulls the emergency shut-off switch, stopping the countdown with one minute, 45 seconds remaining.



Neun, sitting outside Luxembourg, comments on what a stubborn man General Nagel is. Luxembourg has virtually been leveled, and he refuses to surrender. Soon after, Sechs confronts Nagel in his study. Nagel recognizes Sechs, and begs for mercy. Nagel pleads that the destruction of the Cinq Kingdom was not his fault, rather, he was only following the Alliance's orders. He goes for his gun. Sechs shoots him, proclaiming, "Rest in peace, Miliardo Peacecraft."

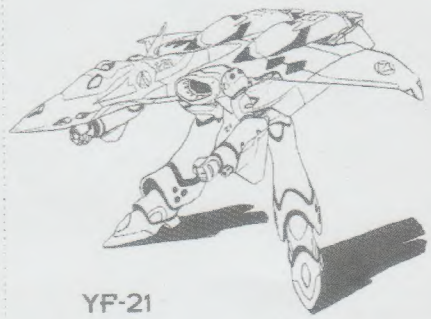
Wu Fei and Trois locate Treizes' fleet in the Bering Sea. Lady Un's Leo catches the Shen Long off-guard. "No one can stop me!" cries Wu Fei, but he finds he has his hands full with her. When Treizes' ship sails by, Lady Un warns him away. Wu Fei, however, has other ideas. He flies over, where Treize awaits him with saber drawn. Wu Fei leaps to the challenge, and soon finds himself outclassed. Treize soon has his saber at Wu Fei's throat. "I win," says Treize. "Kill me," says Wu Fei. "It was a good fight," Treize replies. Wu Fei counters, "If you don't kill me know, I'll come after you again." Unfazed, Treize dryly promises "I will enjoy fighting you later." Wu Fei retreats in disgrace. 完

Continued from page 23

in 2045: Sound Force's VF-19-Kai "Fire Valkyrie" (with Sound Booster) and the Emeraldforce-issue VF-19F and VF-19S (flight leader's version) "Excaliber," also known as a "Blazer Valkyrie."

VF-21 Family

Manufactured by General Galaxy in 2040. Initial prototype for Project Supernova (YF-21 "Omega-One") weighed 9.55 tons, with 130.4 tons of engine power. As per Supernova requirements, can acheive Earth orbit, is equipped with Pinpoint Barrier System, and accepts a Fold Booster. Features 3-d thrust vectoring, morphable control surfaces and BDS (Brain Direct System; fly-by-brainwave). Based on the Meltran "Quadlun-Rau" powered armor, it is heavily armed, with two forearm beam cannon, a laser gun, four micro-missile launchers and a caseless gatling gunpod. The only variant is the VF-22S, piloted by Maximillian Genius in 2045.



YF-21

VF-17 "Nightmare"

Manufactured by a combined effort of Shinsei Heavy Industry, General Galaxy and the Macross 7 Special Technologies Group. Rolled out in 2045, weighing 11.85 tons, with 110 tons of engine power. Armed with a collapsable stealth gunpod, chest and forearm beam cannons, four micromissile launchers and multiple head lasers. Variants include the standard VF-17D, the two-seat VF-17T trainer (also used by Sound Force) and the flight leader's VF-17S. Additional equipment includes a Radome or a Space Fold Booster. 完

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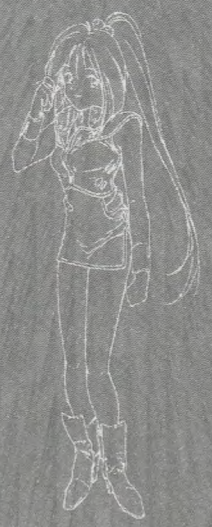
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